

## **Reflection Space Image Based Rendering**

### ***Abstract***

The present invention provides a method, system, and computer program product for reflection space image based rendering of an object at an interactive frame rate. A set of source radiance environment maps associated with a set of source viewing vectors are warped to create a destination radiance environment map associated with a destination viewing vector in a current frame. Blending and weighting operations can also be applied in creating the final destination radiance environment map. An object is then rendered with texture environment mapped from the destination radiance environment map.

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